



### **What is 'Traveller'?**

**Traveller** is a science fiction roleplaying game, set in the forty seventh century, the far future. In the time between the present day and the setting of the game; the human race expanded to the stars, ruled an empire taken in battle and collapsed back to the barbarism of the period known as the 'Long Night'. The current edition of the game is set as one of the small pocket empires that weathered the Long Night starts to expand and reestablish an empire, the Third Imperium. There is also a **GURPS** version of the game, set in the era of the original edition from 1977.

### **How does the game work?**

**Traveller's** game system is based around the use of the familiar six sided dice, and the resolution of events through a 'task' system. The referee sets a target difficulty, which corresponds to a number of dice to be thrown. The result on these dice must be below a target number (which is a combination of the character's physical or mental abilities, and any skills and training that they may have related to the task) to succeed.

Character generation involves determining the basic physical and mental abilities of the character, and then taking them through a career. This results in players with a range of skills and abilities (from an eighteen year old farm boy, to a grizzled veteran of the services). A large number of careers are supported from interstellar scouts, to military personnel, to criminals, nobles, entertainers and covert agents.

### **Tell me about the background...**

The First Imperium lasted for thousands of years but was undermined by its inflexible bureaucracy. It eventually fell to the rising Terran Confederation, who aggressively out-fought and out-innovated it. The Terran Confederation absorbed the vast Empire, and evolved into the Rule of Man, known disparagingly as the 'Ramshackle Empire'. This was the Second Imperium. However, Terran drive and innovation was insufficient to overcome the inertia of the collapsing First Imperium. Resources were spread too thin and the Rule of Man lasted a scant four hundred years. The 'Long Night' followed, a period of 1700 years where interstellar travel became uncommon, and many colonies and worlds regressed, or failed. The Long Night only ended with the emergence of the Sylean Federation, and the drive of the first Emperor, Cleon Zhunastu. This is the period in which **Mark Miller's Traveller** is set; a period of expansion, conquest, exploration, and politics.

### **What is the difference between this and earlier editions of Traveller?**

**Traveller** was originally published by GDW, who closed shop in 1996. There are three distinct editions prior to the current one. 'Classic' **Traveller**, the first edition, was set at the height of the Third Imperium, 1100 years after its founding. 'MegaTraveller' was set some fifteen years later as the the Imperium splintered in Civil War. '**Traveller: The New Era**' was set seventy years later, following the complete collapse of interstellar society. The Fourth edition, 'Mark Miller's Traveller', was published by Imperium Games and set at the start of the Third Imperium. The game rules are similar to Classic and MegaTraveller, but incorporate many of the developments seen in **Traveller: The New Era**. They combine playability with hard science fiction, developed from more than twenty years in publication. Imperium ceased trading in 1998, and Marc Miller is presently preparing the fifth edition (T5), which is a development of the previous version.

### **What about GURPS Traveller?**

Steve Jackson Games, Inc, has a licence to produce a version of Traveller set in an alternative timeline where the MegaTraveller Civil War did not happen. As such, it shares the feelings of Classic and MegaTraveller. The game uses the standard **GURPS** rules, and has a whole line of well written supplements like *StarMercs*, *Far Trader* and *First In*, which are all usable with the standalone rules. To start playing **GURPS Traveller** you only need the main rules and a copy of the free **GURPS-Lite**.

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